

RULES AND REGULATIONS GOVERNING FAST PITCH SOFTBALL

The rules of the Amateur Softball Association (ASA) shall be enforced in the Burbank Parks and Recreation Department, except as amended below:

I. GENERAL INFORMATION

- A. Managers and all players are responsible for knowing the "General Rules and Regulations Governing Adult Sports" in their entirety.
- B. The Burbank Athletic Federation Board of Directors shall act as an advisory board, hear and rule upon protest appeals, and act on disciplinary cases.
- C. Where there is more than one league within a given group, grouping shall be determined by team ability, with the better teams grouped in the higher league.
- D. Players may only play on one Fast Pitch team with the City of Burbank (1 Men's, 1 Modified or 1 Women's)
 - 1. Beginning Summer 2015 players may play on one Men's and/or one Modified and/or Women's

E. BALLS

- 1. One new Diamond Gold Stitch .47 core (.375 Compression) Yellow ball before each game. Teams will then alternate in supplying an acceptable used ball, starting with the home team.

F. SHOES

- 1. Participants must wear appropriate athletic shoes while playing. Rubber cleats are acceptable. Metal cleats, golf, football, or track shoes are not allowed. **Exception:** Pitchers may wear metal cleats only while they are pitching.

G. HELMETS

- 1. It is mandatory for all offensive players (including the batter, on-deck batter and base runner[s]) to wear batting helmets with double ear flaps. Helmets must be worn according to Rule 1, Sec 36 of the SCMAF Rulebook.

H. BATS

- 1. Acceptable bats will be those with ASA certification and not appear on the banned bat list.
- 2. A list of currently unacceptable bats will be available at the Sports Office upon the request of the teams, or online through www.softball.org.
- 3. Altered or Illegal bat policy:
 - a. The official will remove non-approved, illegal, or altered bat(s) from the game and warn the manager during the pre-game conference.
 - b. When a batter enters the batter's box with or is discovered using a non-approved, illegal, or altered bat (whether a pitch is thrown or contact is made or not):
 - i. **EFFECT:** Dead ball, the batter is out, base runners must return to the last base occupied at the time of the infraction, the bat is removed from the game, the manager is warned, and the player is disqualified from participating in the remainder of the game.
 - (i) If a previous batter has used the same non-approved or altered bat and a pitch was made, the current batter only is assessed the effect listed above.
 - c. When a batter enters the batter's box with or is discovered using a non-approved, illegal, or altered bat previously identified by the umpire during the pre-game conference or used by a prior batter (whether a pitch is thrown or contact is made or not):
 - i. **EFFECT:** The manager and the player are ejected from the game and will serve a one game suspension, and the team shall forfeit the game.
 - (i) The score will stand as is as long as the team receiving the forfeit is ahead by more than 7 runs; otherwise the score will reflect 7-0.
 - d. A player disqualified for the use of an illegal bat a second time during the season shall be suspended for the remainder of the season.

I. PITCHING DISTANCE

- 1. Men's League will pitch from 46 feet.
- 2. Women's League will pitch from 43 feet.

J. BATTERS BOX

1. Currently there are no chalked Batter's Boxes.
2. For the purpose of rule F, the batter's box is 7 feet long, which is 4 feet up from the center of home plate and 3 feet back from the center of home plate. This is the guideline to be used for enforcing rule F. Once again the umpire has the sole judgment in making this call.
3. Per SCMAF Rule 6.1.D - The batter must take position after the umpire declares "PLAY" (in the batter's box).
NOTE: If the batter refuses to take position in the batter's box during his/her time at bat, the umpire shall order the pitcher to pitch and shall call "STRIKE" on each pitch. The batter may take proper position after any such pitch and the regular ball strike count shall continue, but if he/she does not take proper position before three strikes are called, he/she shall be declared out.

K. BASES

1. The bases will be 60 feet.

II. **PLAYING RULES**

A. S.C.M.A.F. SOFTBALL RULES WILL BE USED WITH A FEW EXCEPTIONS

1. Home team will occupy the bench on the third base side of the field.
2. Teams consist of 9 players (7 are needed to start a game and play a game). Players that arrive late may be added to the bottom of the line-up if done immediately when they arrive (even if every batter has already batted). If a late player is not immediately added to the line-up they must be used as a regular substitute.

B. INFIELD PRACTICE

1. There is no infield practice. Games will begin on time.

C. GAME TIMES

1. Scheduled game time is starting time. In the event that one team does not have the minimum number of players required to play, they will automatically become the visiting team and take a turn at bat. If by the end of that turn at bat they do not have the minimum number of players required they would forfeit the game. If both teams are short players at game time, the game will be a double forfeited and each team.

D. TIME LIMITS

1. All games will be scheduled for 7 innings with the following time limit applying: No new inning will start after 1 hour and 30 minutes of actual starting time.

E. RADICAL RUN RULE (applies to both league play and play-offs)

1. A 14 run lead will constitute a radical score. Any game with a radical score after 5 innings or one hour fifteen minutes may be called with consent of the losing manager. If the losing team wishes to continue, the game will stop at one hour and thirty minutes without completing the inning regardless of which team is at bat. For play-off or championship game the game will end after the 5th inning if the radical run rule is invoked.
2. If the radical run rule is invoked at the end of the 5th inning or last completed inning at the end of one hour fifteen minutes the score will be recorded at that time for the record. Score will no longer be kept; however, if the losing team wishes to continue the official will still officiate until the time limit is reached. Any discipline issue during the extended play time will be dealt with in the same manner as during regulation game play.

F. WARM UP PITCHES

1. For the first inning and anytime a new pitcher enters the game, the pitcher will be allowed 5 warm up pitches.
2. All innings except the first inning the pitchers will be allowed 3 pitches or 1 minute whichever comes first.
3. If the pitcher does not conclude their warm up within the 1 minute a ball will be called on the batter.

G. PITCHING RULES

1. Legal motions include:
 - a. Pitcher must start with one foot on the pitching plate.
 - b. Raising the foot off the pitching plate and returning it to the plate creates a rocking motion and it will be allowed. (Rocker Step)
 - c. Stepping back behind the pitching plate and then starting the delivery will be allowed.
2. Pitcher may either step or leap from the pitcher's plate.
 - a. Leaping
 - i. The pitcher can leap only from the pitching plate at the start of the delivery and must start the windmill delivery simultaneously while leaping to deliver the pitch.
 - b. Stepping
 - i. In the act of delivering the ball, the pitcher must take one step with the non-pivot foot, simultaneous with the release of the ball. The step must be forward toward the batter. It is not a step if the pitcher slides the pivot foot across the pitcher's plate toward the batter.
 - ii. Pushing off and dragging the pivot foot in contact with the ground, or if both feet are in the air, having the toes of the pivot foot in the downward direction is required.
3. Pitcher may clear their cleat which is defined as no more than 12 inches from the pitching plate. This will be Umpire's judgment.
4. A pitcher has 20 seconds to release the next pitch after receiving the ball or after the umpire indicates "play ball". Failure to do so will result as a ball on the batter.

H. TIE BREAKER (applies to league only. Play-offs or championship games will play extra innings)

1. If a game is tied after the time limit or seven innings, the following tiebreaker will be used
2. **MENS LEAGUE:** Teams will use the International tiebreaker rule for one inning only.
 - a. Each team will play one inning with a runner starting on second base.
 - b. The game will conclude after one inning, and that final score will stand.
3. **WOMENS LEAGUE:** Each team will designate 3 hitters. The visiting team will bat first and the home team second.
4. Each team will bat their three hitters. If a hitter reaches first base safely, he becomes a base runner. Third batter will be considered at bat in a two-out situation. (All batters must complete their turn at bat)
5. The total number of bases accumulated by the three hitters will determine the winner. Base on balls or hit batsmen may be accepted or declined by the offensive managers. If declined, the batter will bat again at the end of the three man order.

I. BATTING ORDERS and RULES

1. Straight substitution.
 - a. The team only bats the 9 defensive players. The balance of the players must be listed as substitutes and the team does not have the ability to use free substitution for the duration of the game once the line-up card becomes official. The line-up card is considered official when accepted by the plate umpire. Any changes after that point are considered a substitution.
2. Free substitution
 - a. The team must list all their players as batters making sure the batting order does not change throughout the game and then any 9 players may play a defensive position at any time during the game. **Exception:** a team may state at the beginning of the game that the starting pitcher will not bat. This may not be altered after the game begins. Any substitute pitcher must still continue batting.
3. The batter must take the batter's positioning in the batter's box within 10 seconds after being directed to do so by the umpire. Failure to do so will result in the umpire calling a strike on the batter, no pitch will be thrown, and the ball is dead.

I. COURTESY RUNNERS

1. Each team will be allowed a maximum of 2 courtesy runners per inning.
 - a. All courtesy runners must be the last out of the inning, if there are no outs or if the last out is on base, at bat, or on deck, then the courtesy runner will be the last batter scheduled to bat in that inning.
 - i. **EXCEPTION:** If the pitcher or catcher is the next runner, teams can defer to the next runner.
 - b. If a batter received a courtesy runner and bats again in the same inning, the batter may receive a runner again without counting towards the 2 runner maximum.
 - c. If the correct courtesy runner is not used, then the incorrect courtesy runner will be declared out once the

pitcher has made one pitch to the next batter if discovered by the umpire or if the defensive team appeals to the umpire(s).

BORROWING PLAYERS

2. For Men's and Modified Fast Pitch only, a team may borrow up to 2 eligible players from a current registered fast pitch team in the same league to fill their roster up to 9 players for that particular game. **These borrowed players may not pitch.** Teams may not borrow players if it will bring their total number of players for that game above 9 players.
 - a. These players need to be noted on the scorecard as borrowed players and the team in which they are associated with.
 - b. If the team's player arrives after the game time to bring the team's total above 9, then the new player must substitute in for one of the borrowed players.

J. BASES

1. If available, a double base will be used at first base. On all plays being made on a batter-runner at first base, the batter-runner must use the outside base, and the fielder must use the inside base. If the batter-runner does not touch the outside base they will be considered to have missed the base and subject to being put out if the base is not re-touched before a play is made on them.
 - a. EXCEPTION:
 - i. If the ball is thrown from the foul side of the first base line. OR
 - ii. When an errant or missed throw pulls the defensive player into foul ground.
 - iii. If when using the double base, and there is a force play by an infielder on the batter-runner, the batter-runner, in any way, interferes with the fielders ability to make the play while on the inside base, interference will be ruled on the batter-runner and all other runners will be returned to the base last occupied at the time of interference.

K. BASE RUNNING

1. A base runner may leave the base when the pitcher releases the ball.

I. JEWELRY RULE

1. Per the SCMAF rule 1 section 35 the jewelry rule will be as follows:
 - a. Exposed jewelry such as wrist watches, bracelets, large or hoop type earrings and neck chains may not be worn during the game. Medical Alert bracelets or necklaces are not considered jewelry, but if worn, they must be taped to the body.

III. PROTEST RULES AND PROCEDURES

- A. Eligibility protests for players may occur at any time during the season. Eligibility protests are for the season.
 1. When a player's eligibility is in question. The official or scorekeeper will request the player in question to sign the scorecard & produce a valid picture ID.
 2. The staff member may ask for picture ID.
 3. If it is found that the player is ineligible or the requirements listed above are not met the following penalty will be issued.
 - a. Forfeiture of the game(s) the player has participated in for the season.
 - b. Suspension of the player for the remainder of the season.
 - c. Minimum two game suspension of the manager of the team(s) involved.
- B. All rule implementation questions must be cleared with the official, managers, and staff. No formal protest may be filed.

IV. WAIVERS

- A. Men's and Modified Fast pitch only there will be no waivers. Teams may add players throughout the league through the date denoted on the schedule with a roster and assumption of risk.
 1. NOTE: In the event the Men's or Modified Fast Pitch league has enough team to create divisions, the league will return to the waiver process.
- B. Women's Fast pitch will be subject to the waiver system because the league is usually divided into divisions.
 1. The waiver must be obtained in the sports office and returned to the office or staff prior to the end of the first round.

V. ADULT SUSPENSION GUIDELINES

See General Rules and Regulations Governing Adult Sports.

VI. RAINOUT POLICY

- A. In the event of rain, the decision to cancel games will not be made until after 3:30 p.m. Monday – Friday or 2 hours prior to game time on Saturday, Sunday, and Holidays. Managers and players may call the “Field Condition Hotline” – (818) 238-1970. When a determination cannot be made by this time, the call will be made on the field. The Sports Office staff will do their best to make the decision as soon as possible.
- B. In the event games are canceled, they will be rescheduled at the end of the round.

VII. GAMES CALLED DUE TO WEATHER OR LOSS OF LIGHTS

- A. In the event of lightening, teams will clear the field for a period of up to 20 minutes. If the weather clears, the game will resume from the point of suspension. If the game cannot continue, see Rule X.B.
- B. In the event a game is called due to weather or loss of lights the following will determine the result of the game.
 - 1. The game will be considered a completed game if the game has reached 1 hour and 25 minutes or 4 innings have been completed (3 ½ if the home team is ahead).
 - a. See SCMAF Rule1 sections 5-10.
 - 2. If the game has not reached the point where it is a completed game, the game will be considered a “no game” and the game will be replayed from the beginning. Any game that needs to be replayed for this reason, the official’s fees will be paid by the Sports Office.

VIII. PREGNANCY RELEASE

- A. Any woman who knows she is pregnant shall be responsible for informing the sports office supervisor in charge and obtain a release form. This form is to be signed by her doctor and returned to the Sports Office. Managers are responsible for informing players of this release form.

IX. FORFEITS

- A. Teams must notify the Sports Office by 5:00 p.m. the business day prior to the scheduled game to avoid paying forfeit fees.
- B. Failure to give proper notification, the forfeiting team is responsible for paying both sets of official’s fees.
 - 1. The fee must be paid prior to the next scheduled game. Failure to pay a forfeit fee could result in forfeiting the remainder of the games until the fee is paid.
 - 2. Forfeits not paid within 4 weeks will be sent to collections and the team will not be allowed to participate within the league until the fees have been collected.